


The Fifth Australian



Medieval Conference

Salutations from the South!

The N.V.G (Melb) is proud to announce their pleasure at hosting the Fifth Australian Medieval Warriors Conference to be held at the magnificent property Four Winds, Maldon over Easter 1989.

The Conference will be held over four days beginning Friday morning 24th of March with groups arriving setting up their encampments and exchanging tidings with old companions. Saturday the 25th will be the Day of Battles with individual combats, melees and combat archery. There will be various workshops in weapon making, dance and craft; culminating in the Main Feast that night. Sunday will be a relaxed day, heralded with a medieval fair, archery competition and other workshops. Monday the 27th will be the last day of the Conference with more fighting and workshops finishing at the final meal together that evening.

We have fixed the price for the Conference upon an increasing scale, those who are prompt with payment pay less than those less forthcoming. We deem this necessary to enable us to conveniently arrange hire and renovation to the site well in advance. There will be a minimum deposit fee of \$40, the fees are as follows:

Early Bird Price: \$80 total cost up to 01/12/88
Wise Owl Price: \$90 total cost between 02/12/88 - 28/02/89
Cuckoo Price: \$110 total cost after 01/03/89.

We will accept deposits as soon as possible but please INFORM your members that the balance of payment will be assessed upon the DATE at which settlement is made (i.e. pay \$40 up front but fail to pay the balance by 28/02/89 and this will make your total fee \$110, thus you will owe \$70).

Our refund policy has been considered at length for its fairness to all parties concerned. We shall give a total refund until 31/01/89, under normal circumstances. After that date refunds will be dependent upon the state of the Conference's coffers at the end of the Conference and it will be negotiated on a "first in first get" policy.



MALDON 89!



The facilities at Four Winds encompass toilets and hot/cold showers (hours of use for the showers will be announced due to limited water supply) but we would like to stress that this will be an authentic medieval "under canvas and the stars" event and thus there will be no accomodation and electricity available for general use.

The Groaning Board shall supply each individual with four lunches three dinners plus the Feast all included in the cost, breakfast will not be catered for although there will be various fruits, nuts, cheeses and breads available in the Feasting marque for early starters.

As in past Conferences' the N.V.G (Melb) would like to appeal to all individuals to remain in medieval garb during the entire event to enable the ambience to be maintained. The tavernkeeper would like to point out that those patrons without costume will **NOT** be served unless their nakedness is attractive and appealing.

Since this Conference is the perfect opportunity to exchange new and old ideas, we would call upon each club to nominate an experienced representative to assist in giving a weapon workshop on a specific weapon. There will also be workshops in calligraphy, leatherwork, European dance (open), Middle Eastern dance (females only), taunts and a special lecture on blacksmithing by Steve Nicol. We would like to encourage as many people as possible in the pursuit of knowledge and would beg for volunteers to hold workshops or informal lectures to impart their experience to others.

There will be several new competitions introduced this year. We will be holding a Brewing competition for all those interested in the goodly craft of home brewing. There will also be competitions in Armouring, Weapon making and Costuming. An invitation to enter these competitions is extended to all Conference attendees. Items which are entered in a competition must be solely produced by the entrant and be of good appearance, authentically reproduced and have a practical value. A trebuchet construction competition, from supplied materials, will also be held.

The traditional battles of Fort, individual and melee shall be joined this year by a Twilight battle that shall encompass the skills of ambush and strategy. Combat Archery shall be in full flight, those clubs or individuals wishing to participate in Combat Archery will be required to follow the armouring standards enclosed.

We shall close on a note of appeal to all groups for a prompt reply with cheques enclosed to ensure a successful and smooth running Conference.

Yours sincerely,

New Varangian Guard Inc. (Melbourne).

Address all correspondence to: New Varangian Guard Inc.
C/o Michael Docherty

Telephone Enquiries: Michael Docherty (Master at Arms) ()
Roy Castell (Sergeant at Arms) ()
Marian Castell (Scribe) ()

COMBAT ARCHERY

Any weapon that is acceptable for use under standard combat conditions, individual and melee, may be used in combats involving archery.

Archery equipment must meet all of the following criteria to be acceptable for use in combat archery:

Bows

1. Long bows and recurves are the only acceptable bows, compound bows and crossbows are not acceptable.
2. The maximum draw weight shall be 36 pounds at 28 inches of draw.

Arrows

1. Wooden shafts of 11/32nds of an inch are the minimum standard, aluminium and fibreglass shafts are not acceptable.
2. Arrows shall be a maximum of 28 inches long as measured from the nock to the back of the rubber blunt.
3. Each shaft must be fitted with a rubber blunt with a minimum diameter of 3/4 inch, plastic blunts are not usually acceptable.
4. The end of the shaft to be fitted into the rubber blunt must have the edge rounded.

The armour required to take part in combat archery is as set out below:

Head Protection

Steel helmets are required to be fitted with a visor of 3/16ths or 1/4 inch woven mesh of 20 gauge or heavier. The visor must extend past the temples and below the chin, it must be firmly and rigidly attached to the helm.

The back of the neck is to be protected by an aventail and or stiff leather. The aventail must be laced to the visor in such a manner that the visor and aventail effectively become one piece and it is not possible for an arrow to fit through.

A coif may be used, under a steel helm, instead of an aventail if an arming cap covering the head and the neck is worn under the coif. The coif will be required to be laced to the visor in the same manner as an aventail.

Archers not taking part in melee may opt to substitute a fencing mask, for the helm and visor, when a coif and arming cap are used.

Throat Protection

The minimum requirement shall be a padded leather collar covering the throat area from above the larynx down to the breastbone in one continuous piece. Puncture resistant padding is desirable.

Body Armour

The minimum armour requirement is a thick leather jerkin or a gambeson with a minimum of 1/2 inch padding, extending below the crotch and past the elbow. Mail may be substituted but it must extend below the crotch and elbow protection must be worn.

The wearing of a box is highly recommended, it is also highly recommended that females wear rigid breast protection to prevent any bruising of their breasts.

Guantlets must be worn by all combatants, archers are only required to wear a glove on their bow hand but it is recommended that gloves be worn on both hands.

Greaves or leg padding is recommended but not mandatory.

A combat archery melee is conducted in the same manner as any other melee with the following additional considerations:

1. Every arrow is to be tested before each and every combat in which it is intended to be used. The test method to be used is as follows:
Grasp the blunt between thumb and forefinger of one hand and the nock between the thumb and forefinger of the other hand then flex the shaft and inspect it for any splintering or cracking. Rotate the shaft by 120° and repeat the process, rotate the shaft by another 120° and repeat the process again. To check if is broken inside the blunt pull the blunt off the shaft or, if it has been glued on, attempt to pull the blunt off the shaft with considerable force. If the arrow shows any signs of splintering or is broken inside the blunt the arrow is to be discarded, until repaired if this is possible, and is not to be carried or used in further battles.
Note: Arrows once used in a combat may not be picked up and re-used in that combat unless the nominated Marshall has directed that arrows may be re-used in the particular combat. Every arrow must be tested as set out above immediately it is picked up. No arrow may be fired before testing or placed in a quiver for later testing.
2. The minimum shooting distance shall be 30 feet.
Note: An archer may of course move away from a prospective target and so maintain the minimum shooting distance.
3. An archer not equipped for melee shall be considered killed by infantry when they are touched by the warriors weapon. This shall be done with an **absolute minimum** of force.
4. Shields and greaves shall be considered proof against arrows.



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Medieval Conference

Name

Address

..... Postcode

Phone (AH) (BH)

Club Affiliation (if any)

I am/am not Vegetarian.

I am/am not intending to participate in any combats at this conference.

I am/am not interested in participating in Combat Archery.

I will/will not be entering the Archery Competition.

I will/will not be entering the () Bardic, () Brewing, () Weapon making, () Armouring, () Costuming Competition.

I will/will not be selling goods at the market.

I will be arriving and departing

I suggest that the following Workshops/Lectures/Activities be organised.

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Please find enclosed a cheque for \$, made payable to The Fifth Australian Medieval Conference, being a Deposit/Full Membership for MALDON 89.

Signature

Date



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